

Learn to Play, Play to Learn ...
...it's the name of the game!



STRATEGY STARS!



Key Stage 2 Development

Key Stage 2 children's minds are growing. It's a crucial time to help them explore life skills outside of the curriculum, and use their brains strategically.

Our Strategy Stars day provides table top games and group challenges to challenge young minds. We use games to educate, excite, and enthuse, helping the children to laugh, think, compete, consider, express, concentrate, and much more!

"The day was very intense and exciting. The children were very engaged. Children need to play more games. I forgot how much fun playing games can be." - **Parent - Silkstone primary**

"Excellent resources, really developed logical ideas and strategy building. Teamwork and cooperation skills development was really good." - **Teacher - Silkstone primary**

"I enjoyed the games because it made me think of ways to solve problems quicker and to be much more patient." - **Child - Silkstone primary**

Our activities focus on providing the easiest and most efficient ways of teaching skills that employers look for as well as helping in day to day life. They provide the key platform for applying the core skills that the schools are teaching. The Strategy Stars day focuses mainly on;



PROBLEM SOLVING



STRATEGIC THINKING



MOVING AWAY FROM THE CURRICULUM

We tailor our Strategy Stars day to cover a host of areas including:

- Cognitive Development
- Social & Emotional development
- Motor Skills
- Maths & Science Education
- Perspective & World Knowledge
- Language & Literacy



**coiledspring
games**



How it works...

We use traditional style board and card games to develop, nurture and challenge young people, to encourage them to apply the learning they have received, whether in the school or other educational establishment, and to find the joy in thinking for fun. This can fit seamlessly into your normal school day, following a format familiar to them.

A STARTER TASK The session begins with a range of easier 'warm up' games. This only needs to be short; a fast pace is best for setting the competitive atmosphere and keep all children engaged.

A MAIN TASK The session leader should circulate and explain new games to some groups. When these children have mastered the game play, they may teach this new game to a different group of children. The idea here is that the session leader may only need teach a new game once, enabling children to teach others until everyone knows how to play. This peer mentoring will again impress on the importance of communication and listening skills across the group.

A PLENARY TASK Allow five minutes at the end of the session to ensure all games are packed away appropriately. Give children time to reflect on the session, asking them questions to ensure they reflect on the day and what they have learned.



The results...

After each session you will receive a compilation of feedback from children, staff and parents. The feedback will provide an insight into how effective everybody has found the day, offering a different perspective on learning styles and approaches. You can use this information to...

- **Build on our work within the classroom**
- **Look at incorporating us into further development through additional Imagination Gaming curriculum days**
- **Present the findings to other schools within your cluster**

Our range of services:



MATHS DAYS



LITERACY DAYS



CURRICULUM DAYS



GAMES DAYS



HOLIDAY & TRADITIONAL ACTIVITIES



SCHOOL TOURNAMENTS



WORKSHOPS



GAMES DAY PROGRAMME



EVENT SUPPORT



BESPOKE SERVICES



LIBRARY EVENTS

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